

WANT EASY ACCESS TO THE BEST BITS OF THE GAME?

**CALL
0906 200 9665***

ROI CALL: 1560 0999 899

**OR LOG ONTO
WWW.CODEMASTERS.CO.UK/BONUSCODES**

CALL NOW AND GET INSTANT ACCESS TO...

- > VEHICLE SET 1 > ALL TRACKS
- > VEHICLE SET 2 > ALL SINGLE EVENTS
- > VEHICLE SET 3 > ALL CHAMPIONSHIP EVENTS
- > ALL LIVERIES

OR JUST PLAY THE CAREER MODE TO THE END!

All game features unlocked with Bonus Codes are also available through playing the game. Please note cheats cannot be used during online gaming.
*Calls cost £1 per minute. ROI: Calls cost 1.25 euros per minute inc. VAT. Calls from mobiles vary. Calls last approx. 3 minutes. Callers must be over 16 and have permission from the bill payer. Prices correct at time of going to press. Service Provided by Premier Communications PO Box 177 Chesham HP5 1FL.

TO GET STARTED, FOLLOW THESE INSTRUCTIONS:

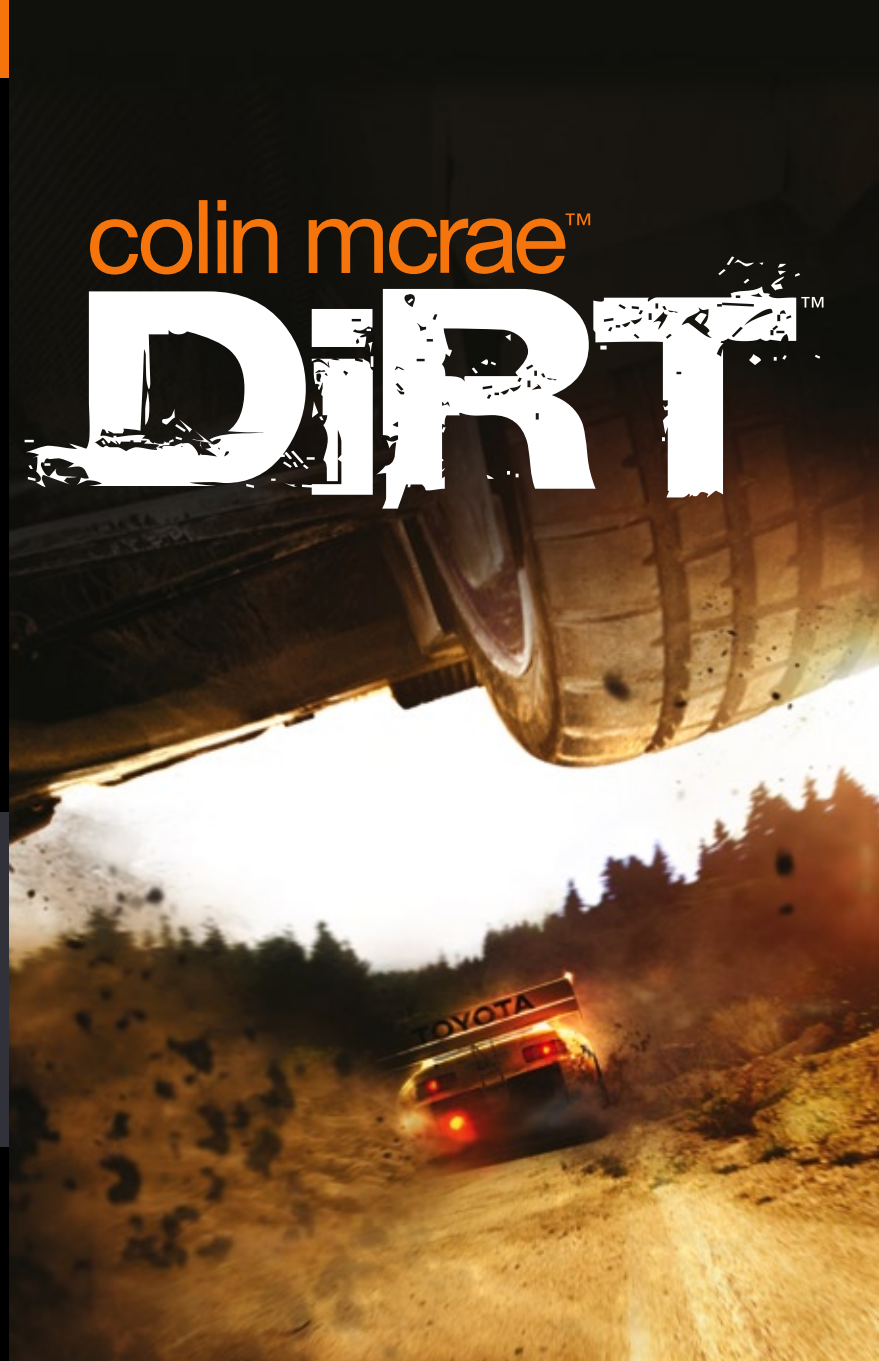
- 1 From the Main Menu go to Options > Bonus Codes and write down your Access Code.
- 2 Call the Hintline or log on and follow the links to the Colin McRae: DIRT area.**
- 3 When prompted, enter the Access Code and your details.
- 4 Either write down the codes you're given or look at the Bonus Code email you've been sent. You can get as many or as few Bonus Codes as you like in one Hintline session; the email will contain them all.
- 5 To unlock the new features, go to Options > Bonus Codes > Enter Code and enter the bonus Code(s) in the space(s) onscreen.

**Please note: Hintline Bonus Codes are paid for through the cost of call and require a touch tone telephone. Obtaining Bonus Codes online requires a small fee paid by credit card.

IMPORTANT: Bonus Codes supplied are unique to your profile.

© 2006 The Codemasters Software Company Limited ("Codemasters"). All rights reserved. "Codemasters"® is a registered trademark owned by Codemasters. The Codemasters logo and "DIRT"™ are trademarks of Codemasters. "Colin McRae"™ and the Colin McRae signature device are registered trademarks of Colin McRae. All other copyrights or trademarks are the property of their respective owners and are being used under license. This game is NOT licensed by or associated with the FIA or any related company. Unauthorised copying, adaptation, rental, lending, re-sale, arcade use, charging for use, broadcast, cable transmission, public performance, distribution or extraction of this product or any trademark or copyright work that forms part of this product is prohibited. Developed and published by Codemasters.

colin mcrae™ DIRT™



Precautions

- Do not touch the surface of the disc when handling – hold it by the edge.
- To keep the disc clean, wipe gently with a soft cloth. Keep the disc scratch free.
- Keep the disc away from extremes of temperature, direct sunlight or exposure to excessive moisture.
- Never use a cracked or warped disc or one that has been repaired using adhesives. This could lead to operating problems.

Health Warning

WARNING: READ BEFORE USING YOUR COMPUTER GAME

A very small percentage of individuals may experience epileptic seizures when exposed to certain patterns or flashing lights. Exposure to certain light patterns or backgrounds on a monitor while playing computer games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no prior history of seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician before playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.

Piracy Notice

Copying commercial games such as this, is copyright infringement and a criminal offence.

Copying and re-supplying games can lead to a term of imprisonment.

Think of a copied game as stolen property

This Codemasters game is protected by the FADER™ and Starforce® protection system. If you purchase an illegal copy of the game, you will be able to play it - but not for long. As you play, the gameplay of a pirated copy will degrade.

Make sure this doesn't happen to you.

Purchase only genuine software at legitimate stores.

If you are aware of illegal copying or illegal distribution of games and want to help stamp out piracy, please telephone the ELSPA HOTLINE in strictest confidence on

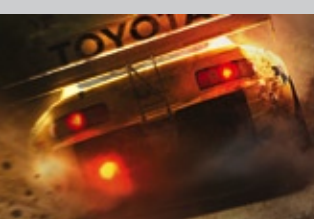
0870 513 3405

or provide information anonymously at

www.elspa.com

CONTENTS

| | |
|-----------------------------------|-----------|
| GAME INTRODUCTION | 1 |
| CONTROLLER SETUPS | 1 |
| MENU NAVIGATION | 2 |
| CREATE YOUR DRIVER PROFILE | 2 |
| THE GAME SCREEN | 3 |
| DRIVING VIEWS | 5 |
| RACE DISCIPLINES | 7 |
| DIFFICULTY LEVELS | 9 |
| CAREER | 11 |
| RALLY CHAMPIONSHIP | 12 |
| RALLY WORLD | 13 |
| REPLAYS | 13 |
| CO-DRIVER CALLS | 14 |
| DRIVING TECHNIQUES | 15 |
| DAMAGE | 17 |
| CAR SETUP | 17 |
| OPTIONS | 19 |
| SPECIAL THANKS | 21 |
| THANKS | 21 |
| CREDITS | 21 |
| TECHNICAL SUPPORT | 28 |



GAME INTRODUCTION

WELCOME TO COLIN MCRÆ™ DIRT™, THE NEXT GENERATION IN THE ACCLAIMED COLIN MCRÆ RALLY SERIES. YOU'RE IN FOR MUCH MORE THAN JUST RALLYING HERE, WITH SIX RACE DISCIPLINES TO COMPETE IN, INCLUDING SOME OF THE MOST EXTREME FORMS OF OFF-ROAD RACING IN THE WORLD.

CONTROLLER SETUPS

IF THE PRESET KEYBOARD CONFIGURATION DOESN'T SUIT YOUR STYLE, SIMPLY ENTER THE CONTROLS PORTION OF THE OPTIONS MENU FROM THE COLIN MCRÆ DIRT MAIN MENU TO CUSTOMISE YOUR CHOSEN CONTROLLER TO YOUR PREFERENCES.

BASIC CONTROLS (KEYBOARD)

STEER LEFT, RIGHT



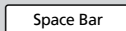
ACCELERATE



BRAKE/REVERSE



HANDBRAKE



GEAR UP



GEAR DOWN



LOOK RIGHT



LOOK LEFT



LOOK BACK



CHANGE CAMERA



PAUSE



MENU NAVIGATION

USE THE CURSOR KEYS TO NAVIGATE THE MENUS, PRESS **ENTER** TO CONFIRM/SELECT OR **ESC** TO CANCEL/BACK UP. ON MOST MENU SCREENS THERE ARE ADDITIONAL OPTIONS AVAILABLE ON THE **CTRL** OR **SHIFT** KEYS, SIMPLY LOOK TO THE FUNCTION BAR AT THE BOTTOM OF THE SCREEN TO SEE THE AVAILABLE OPTIONS.

Help

Look out for help on some screens, assigned to the **Shift** key. Press this key to hear extra information or advice about the current screen content. For example on the Car Setup screen, Travis advises on the best way to configure each set up option.

CREATE YOUR DRIVER PROFILE

THE FIRST THING YOU NEED TO DO FROM THE PRESS ENTER SCREEN IS CREATE A DRIVER PROFILE. SIMPLY FOLLOW THE ON-SCREEN INSTRUCTIONS TO ENTER YOUR DRIVER NAME AND SELECT YOUR NATIONALITY.

AUTOSAVE

Select 'Autosave On' to enable automatic game saving, to record all of your fastest laps and other important driving stats.

Note:

If you select 'Autosave Off' this can be updated at a later date from the Options menu.



THE GAME SCREEN

THERE IS A LOT OF USEFUL INFORMATION CONTAINED IN THE ON SCREEN DISPLAY TO HELP YOU TRACK YOUR PROGRESS AS YOU RACE. BEWARE THERE ARE SLIGHT DIFFERENCES BETWEEN GAME MODES.

POINT TO POINT RACES



CIRCUIT RACES



- 1 - Tachometer
- 2 - Current Speed
- 3 - Current Gear
- 4 - Turbo Gauge
- 5 - Odometer
- 6 - Change Gear Light
- 7 - Rev Limit Light
- 8 - Progress Bar
- 9 - Progress Marker
- 10 - Race Time
- 11 - World Record
- 12 - Co-Driver Arrows
- 13 - Warning Message
- 14 - Damage Icons
- 15 - Circuit Map
- 16 - Current Lap
- 17 - Race Position
- 18 - Split Times
- 19 - Proximity Arrows

DRIVING VIEWS

ONCE IN THE GAME, YOU HAVE SIX CAMERA VIEWS TO CHOOSE FROM. WHEN YOU KNOW YOUR FAVOURITES, YOU CAN GO TO THE PAUSE MENU AND DEACTIVATE UP TO FIVE CAMERAS TO REDUCE THE CHANGE CAMERA CYCLE.



Close Chase Cam



Far Chase Cam



Bumper Cam



Bonnet Cam



Dashboard Cam



Helmet Cam

REAR VIEW

Each of the game cameras has a 'Look Back' function, found by default on the **End** key. Press this button to get a rear facing view of your car in action.

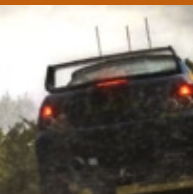
When in Helmet Cam, pressing the **End** key performs the 'Look to Mirror' function, showing you a closer view of the rear view mirror.

Note:

Not all cars have a rear view mirror, in which case the 'Look Back' function is used.

RACE DISCIPLINES

IN COLIN MCRAE DIRT, THERE ARE SIX RACING DISCIPLINES TO GET TO GRIPS WITH;



RALLY

Home to such champions as Colin McRae and Travis Pastrana, rallying is the pinnacle of the off-road racing scene. Race point-to-point on challenging stages set in six countries; Germany, Spain, Italy, Japan, Australia and the United Kingdom.



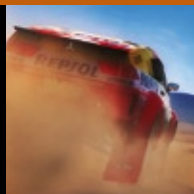
CROSSOVER

Crossover is derived from the Super Special Stages found in Rally events. Race head-to-head around a 2-lane circuit. In the knockout events, compete through quarter and semi-final heats to get to the final.



RALLYCROSS

Rallycross is the European based sport of racing on circuits combining both on and off-road elements. The competition is fierce and action-packed, with the tracks comprising the pick of the best from the UK and France.



RALLY RAID

Race world class Rally Raid vehicles head-to-head on long off road circuits in the USA. Based in Otay Valley, California, this is the home of off-road racing in America.



CORR

Championship Off-Road Racing is America's greatest short track off road series, with Super Buggies, Class 1 Buggies and Pro-4 trucks all hitting the dirt. Race Crandon, Bark River and Chula Vista from the official series.



HILL CLIMB

The most extreme of the disciplines sees you racing 850bhp monsters uphill to the peak of the mountain. Practice on the Windy Point Hill Climb before attempting the big one on America's mountain, the Pikes Peak International Hill Climb.



DIFFICULTY LEVELS

THE GAME CONTAINS FIVE LEVELS OF DIFFICULTY FOR YOU TO ATTEMPT. START OUT ON THE LOWER LEVELS AND WHEN YOU FEEL CONFIDENT, MOVE UP TO A HARDER DIFFICULTY TO MAKE SURE YOU ARE COMPETING WITH EQUAL OPPONENTS.

ROOKIE

Rookie Difficulty is for novice drivers with minimal Rally driving experience. Opponents will have a similar lack of experience so will be easy to beat with little or no practice.

MECHANICAL DAMAGE: Very Low

TERMINAL DAMAGE: Off

OPPOSITION SKILL: Very Easy

CLUBMAN

Clubman Difficulty is for drivers with limited Rally driving experience. Opponents at this level will be a little tougher, but still not unbeatable.

MECHANICAL DAMAGE: Low

TERMINAL DAMAGE: On

OPPOSITION SKILL: Easy

AMATEUR

Amateur Difficulty is for drivers with moderate Rally driving experience. Opponents at this level will provide a solid challenge for drivers not up to speed.

MECHANICAL DAMAGE: Medium

TERMINAL DAMAGE: On

OPPOSITION SKILL: Medium

PRO-AM

Pro-Am Difficulty is for more experienced Rally drivers. Opponents will provide a tough challenge requiring skill to be beaten.

MECHANICAL DAMAGE: High

TERMINAL DAMAGE: On

OPPOSITION SKILL: Hard

PRO

Professional Difficulty is for highly experienced Rally drivers. Opponents at this level will be World class and will be very hard to beat.

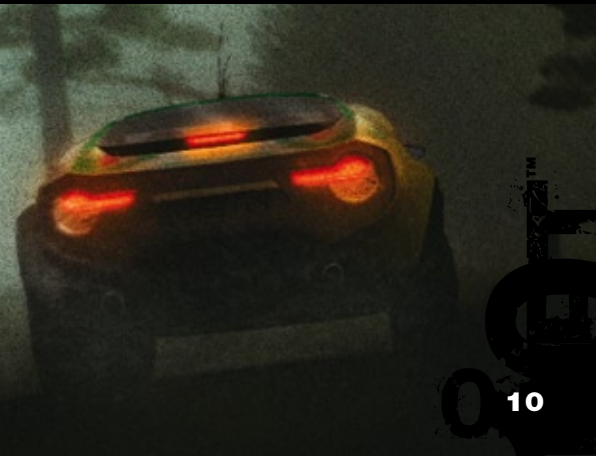
MECHANICAL DAMAGE: Very High

TERMINAL DAMAGE: On

OPPOSITION SKILL: Very Hard

Note:

The harder the Difficulty level you choose in Career mode, the more money you will win.



CAREER

THE CAREER MODE IS THE PLACE TO TEST YOUR SKILLS IN THE ENTIRE RANGE OF RACING THAT COLIN MCRAE™ DIRT™ HAS ON OFFER. START OUT IN A RANGE OF STANDARD VEHICLES TO GET INTO THE GROOVE, AND DEVELOP INTO A WORLD CLASS OFF-ROAD CHAMPION, READY TO ENTER THE FINAL 'CHAMPION OF CHAMPIONS' EVENT.

POINTS

Finish in the top six in any event and you'll win points. Your points tally will determine which events become available to you as you make your way through each tier of the career pyramid.

| | | |
|-------------|------------|------------|
| 1st = 10pts | 3rd = 6pts | 5th = 4pts |
| 2nd = 8pts | 4th = 5pts | 6th = 2pts |

MONEY

Finish on the podium in any event and you'll win money. The amount you win will be determined by the event you are in and the difficulty level you are playing at.

BUYING CARS

Use your money to buy new cars to enable you to enter more events.

BUYING LIVERIES

Once you own some cars, buy new liveries to make your car stand out.

RALLY CHAMPIONSHIP

THE RALLY CHAMPIONSHIP IS THE CLASSIC COLIN MCRAE RALLY MODE. ENTER THE EUROPEAN, INTERNATIONAL OR GLOBAL CHAMPIONSHIPS AND RACE FWD, 4WD, RWD AND CLASSICS ACROSS ALL SIX RALLY COUNTRIES IN AN ATTEMPT TO BECOME THE ULTIMATE CHAMPION.

EUROPEAN CHAMPIONSHIP

The European Championship comprises of events in the UK, Italy and Germany.

INTERNATIONAL CHAMPIONSHIP

The International Championship comprises of events in Japan, Australia and Spain.

GLOBAL CHAMPIONSHIP

The Global Championship comprises of events from both the European and International rallies combined.



RALLY WORLD

THE RALLY WORLD IS WHERE YOU PLAY WITH ALL OF THE CARS AND TRACKS YOU HAVE UNLOCKED IN THE CAREER MODE.

SINGLE RACE

In this mode you can race on a single track against AI opponents.

SINGLE EVENT

In this mode you can race through a single event from the Career mode.

TIME TRIAL

In this mode you can practice on any track to set some fastest laps.

REPLAYS

After each race, you will be able to watch a full replay to see how well you have driven. You have full control over the Replay; fast forward, rewind and even slow motion! You can also switch from the TV style replay cameras to any of the in game cameras.

CO-DRIVER CALLS

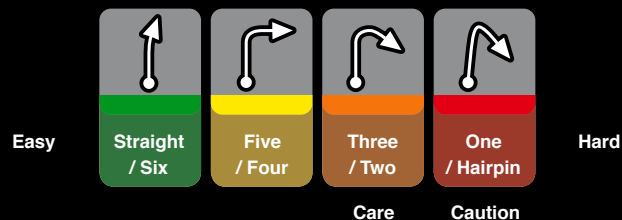
IN THE RALLY AND RALLY RAID MODES, YOUR CO-DRIVER WILL GUIDE YOU THROUGH EACH TRACK, HELPING YOU RACE AT TOP SPEED BY GIVING YOU ADVANCED NOTICE OF THE UPCOMING FEATURES OF THE COURSE, BE IT CORNERS, JUNCTIONS OR JUMPS.

THE CORNER CALLS ARE NUMERICAL, WITH THE LOWER THE NUMBER THE SHARPER THE TURN. IN MANY CASES THE NUMBER REFERS TO THE IDEAL GEAR THE CAR SHOULD BE IN TO TACKLE THE TURN. FOR '6' TURNS, THIS CAN MEAN IT CAN BE TAKEN AT FULL SPEED RATHER THAN HAVING TO BE IN 6TH GEAR.

THE ON-SCREEN CORNER ICONS ARE ALSO COLOUR CODED TO GIVE A MORE IMMEDIATE VISUAL CLUE OF WHAT IS AHEAD.

Note:

By default, the stage map will be shown during a race. Alternatively co-driver arrows can be selected from the OSD section of the Pause menu.



DRIVING TECHNIQUES



RACING LINE

The racing line is the fastest route through a track. Driving on the racing line sets you up better for entering and exiting corners and allows you to carry as much speed as possible through corners therefore maintaining a higher average speed.



UNDERSTEER

Understeer is when your car doesn't turn enough through a bend. This is common on front wheel drive cars, but is also caused by carrying more speed into a corner than your tyres or the road can cope with.



OVERSTEER

Oversteer is the opposite of understeer and means your car turns too much through a bend, resulting in the rear end sliding out of line. This is common in rear wheel drive cars but can also be caused by your rear tyres not having enough traction on the road for the speed you are carrying.



POWER OVERSTEER

Power Oversteer is the technique of forcing the rear end of your car to slide out by accelerating into a bend on a loose surface. This causes weight shift and the momentum of this helps bring the car around the turn in a smaller arc, saving time and maintaining speed. Use Power Oversteer to navigate sharp turns.



POWER SLIDE

The power slide is similar to Power Oversteer, but is the technique of forcing the whole car into a slide through a bend, rather than just the rear end. This is the most efficient way of taking an open bend whilst maintaining speed. Use Power Slides on wider roads and 5-6 turns.



SCANDINAVIAN FLICK [PENDULUM]

The most famous technique used by rally drivers is the Scandinavian Flick or Pendulum. This technique involves steering away from a turn before turning quickly back into it. This unbalances the car, causing the rear end to pendulum around whilst also maintaining speed as you navigate the turn. Use the Scandinavian Flick on narrow roads and 3-4 turns.



HANDBRAKE TURN

For hairpin bends, it is essential to master the handbrake turn. This is the technique of using the handbrake to lock the rear wheels, forcing the rear end to swing out, turning the car in a very small arc. Use handbrake turns on narrow roads and 1-2 turns.



DAMAGE

THERE ARE NINE PARTS OF YOUR CAR THAT CAN BE DAMAGED. EACH OF THESE AFFECTS HOW YOUR CAR WILL DRIVE. ONCE IN THE SERVICE AREA AFTER A RACE, YOU WILL HAVE TIME TO REPAIR DAMAGED PARTS ON YOUR CAR.

During a race, you can see how damaged each of these areas of the car is by pressing Start to enter the Pause menu.



If you severely damage a part of your car, the corresponding icon will slide on screen on the right hand side during a race. The icons will change colour the more damage the car receives, from yellow through to red. Highlighting areas of your car that are close to being destroyed.

Below are the nine damageable areas and their icons.



Engine



Exhaust



Cooling



Gearbox



Driveshaft



Wheels



Bodywork



Suspension



Turbo

CAR SETUP

WHEN IN THE SERVICE AREA BEFORE OR AFTER A RACE, YOU WILL BE ABLE TO CONFIGURE A NUMBER OF PARAMETERS ON YOUR CAR. CAREFUL SETUP OF THE CAR CAN ENHANCE ITS PERFORMANCE AND HELP TO IMPROVE YOUR LAP TIMES.

REFER TO THE HELP TEXT AVAILABLE IN GAME FOR MORE INFORMATION ON EACH OF THESE SETTINGS.

TIP:

When you are happy with your Rally Car Setup, try it out on one of the Shakedown stages to see how good it really is before heading into full competition.

WHEELS

Set the Camber and alter the Toe Angle.

BRAKES

Choose the Brake Pad and Disc Set and alter the Brake Bias.

SUSPENSION SPRINGS

Set the Suspension Stiffness and change the Ride Height.

DIFFERENTIALS

Where applicable, set the Central Differential Bias and adjust the Limited Slip Differentials.

SUSPENSION DAMPING

Set the Rebound and Bump limits for the Dampers.

DOWNFORCE

Adjust the cars Downforce by changing the angle of the front and rear spoilers.

TRANSMISSION

Pick the Final Drive and set the Gear Ratios.

ANTI-ROLL

Where applicable, adjust the Anti Roll Bar settings.

SAVING CAR SETTINGS

You can save up to five car setups per vehicle. These can then be loaded for future events and races.

OPTIONS

FROM THE OPTIONS MENU ON THE MAIN MENU YOU CAN ACCESS THE FOLLOWING GAME RELATED SETTINGS:

PROFILE SETTINGS

From the Profile menu you can edit details of your driver profile, including enabling or disabling the autosave and configuring your default vehicle transmission preference. You can also save your game profile or load an alternate previously saved game profile.

CONTROLLER SETUP

From the Controller Setup menu you can select the default controller preset or customise the controller setup to your personal preference for any connected controller.

OSD SETTINGS

From here you can enable or disable elements of the in game On Screen Display.

GRAPHICS SETUP

From here you can adjust the graphics setup for the game. Select the display resolution, alter the detail level or toggle various graphical elements on or off.

SOUND SETUP

From here you can control the volume levels for the Sound Effects, Speech and Music. You can also select the sound output type [normal or headphone] and adjust mixing, quality and reverb levels and select the number of Sound Channels.

EAX® ADVANCED HD™ Colin McRae DiRT uses EAX audio enhancements such as filtering and multiple reverberation units to model real-life phenomena like sound reflection and occlusion, creating a dynamic and realistic soundscape. EAX features work best on Creative's Sound Blaster® Audigy® and X-Fi™ series sound cards

BONUS CODES

From here you can access your unique Secret Access Code and enter Bonus Codes to unlock locked features of the game.

Note:

See the reverse of this manual for more information on the Bonus Code system.

RACING ONLINE

IF YOU HAVE CONQUERED THE GAME OR THINK YOU ARE READY TO TAKE ON FRIENDS OR OTHER OFF-ROAD DRIVERS FROM AROUND THE WORLD, YOU CAN TAKE COLIN MCRÆE DIRT ONLINE.

100 PLAYER ONLINE MODE

In Colin McRae DiRT you can take part in online races with up to 100 people at the same time on a Rally or Hill Climb stage.

LAN PLAY

If you are connected to a Local Area Network, you can create or join a network game session that works in the same way as the online mode, competing on Rally or Hill Climb stages.

LEADERBOARDS

When you are signed in to the online server your in-game leaderboards will automatically be updated with your own personal scores against the online community and updates of world records for each track or event.

When you achieve a new personal record for a stage, event or lap, you will be informed at the end of the race and the new record will be automatically updated to the online leaderboard.

Note:

Once you have signed in to the online server once, the game will automatically sign in when you return if your PC is online. This silent sign-in can be disabled in the network settings menu if required.

NETWORK OPTIONS

From the Multiplayer Menu, configure your network settings to get the best from the multiplayer modes.



STICK MAN STUDIOS

Harvey Greensall
Simon Neville

GLASS EGG

Ly Nguyen

ENVIRONMENTS

PRODUCER

Thuy Nguyen Le

PRODUCER ASSISTANT

Tu Long

ART DIRECTOR

Rob Cianchi

ART DIRECTOR ASSISTANT

Anh Mai Nguyen

TECHNICAL DIRECTOR

Nam Nguyen

TECHNICAL ASSISTANT

King Nguyen

CARS

PRODUCER

Dung Tran

ART DIRECTOR

Darren Power

ART DIRECTOR ASSISTANT

Thuy Vo

TECHNICAL MANAGER

Kha Ta

ARTISTS

Thinh Nguyen (Leader)

Hue Le

Ly Nguyen

Suong Le

Xuyen Vo

Dieu Lu

Chuong Tran

Hoa Phang

Minh Chau Le

Quyen Dao

Anh Pham

Duc Chu Nguyen

Hoa Nguyen

Hung Tran

Khanh Le

Liem Ngo

Nghiep Phung

Quan Pham

Quyen Tang

Quynh Vu

Suong Nguyen

Tan Tran

Thao Vo

Truc Giang

Tuyen Nguyen

Uyen Nguyen

Van Nguyen

Huong Xuan Nguyen

Mau Tran

Bao Pham

Dinh Tran

Hung Doan

Minh Le

Phuong Ho

Trang Nguyen

Thanh Mai

Tham Mai

Binh Dang

Chuong Tran

Danh Nguyen

De Do

Dieu Lu

Au Tran

Duc Nguyen

Dung Huynh

Hai Nguyen

Hung Tran

Hung Vo

Huong Nguyen

Lam Nguyen

Loan Nguyen

Phung La

Phuoc Nguyen

Triet Nguyen

Ngan Tran

Nhi Nguyen

Phong Huynh

Tri Ly

Tan Nguyen

Tao Truong

Thu Tran

Xuyen Vo

Truc Giang

Tuan Huynh

Tuan Nguyen

Tuyen Nguyen

Uyen Nguyen

Van Nguyen

Vi Lam

Vinh Nguyen

Xuan Thieu

Yen Pham

Yen Pham

Quang Nguyen

Linh Huynh

Giang Ho

Trang Pham

Tri Tran

Uyen Dao

RALLY PACE NOTES

Andy Bull

Get up to 40% Faster Gaming Performance and Phenomenal Surround Sound with Headphones.

Sound
BLASTER



Xtreme Fidelity™

Hear to Believe

Upgrade Your Sound Card To Sound Blaster X-Fi Platinum Fatal1ty Champion Series
To Enjoy The Fastest, Most Thrilling Gaming Audio Ever!

Check it out at europe.creative.com/xfi CREATIVE™

In association with Ingenious Games

INGENIOUS

AUDI, Trademarks, design patents and copyright are used with the approval of the owner Audi AG. BF Goodrich® Tires Trademarks are used under license from Michelin Group of Companies. Uses Bink Video. Copyright (C) 1997-2002 by RAD Game Tools, Inc. The BMW Logo, the BMW wordmark and the BMW model designations are Trademarks of BMW AG and are used under license. BP ULTIMATE and the ULTIMATE livery are trade marks and are used with permission from BP p.l.c. CASTROL name and logo are trademarks of Castrol Limited, used under license. FIAT LANCIA, Lancia and Fiat cars, car parts, car names, brands and associated imagery featured in this game are intellectual property rights including trademarks and / or copyrighted materials of Fiat Auto S.p.A. Under license from Fiat Auto S.p.A. Ford Oval and 1979 Ford Escort Mark II are registered trademarks owned and licensed by Ford Motor Company manufactured by or on behalf of Codemasters. www.ford.com. FEDERAL-MOGUL, CHAMPION, FERODO and MOOG are trademarks and are reproduced with the permission of the Federal-Mogul Corporation. General Motors Corporation's CHEVROLET SILVERADO, all related Emblems and vehicle body designs are General Motors Trademarks used under license to Codemasters. The CITROËN Logo, the CITROËN wordmark and the CITROËN model designations are Trademarks of CITROËN and are used under license. Land Rover, 2004 Freelander and the Land Rover Logo are trademarks owned and licensed by Land Rover © 2007 Land Rover. LOTUS SPORT ELISE MK1 Approved and Licensed Product of Group Lotus plc. Copyright © 1994-2007 Lua. org. PUC-Rio. LUCOZADE, LUCOZADE ENERGY and the LUCOZADE Logo are trade marks of the GlaxoSmithKline Group of companies and are used under license with the permission of GlaxoSmithKline. MITSUBISHI, Lancer Group N Evo iX, L200 Triton, Pajero Evo II names, emblems and body designs are trademarks and/or intellectual property rights of MITSUBISHI MOTORS CORPORATION and used under license to Codemasters. "NISSAN" Manufactured under license from NISSAN MOTOR CO., LTD. General Motors Europe AG's OPEL CORSA and SAAB 9-3 T16, all related Emblems and vehicle body designs are Opel trademarks / Saab Automobile AB trademarks used under license to Codemasters. Peugeot trademarks and logo and body design are the intellectual property of Automobiles Peugeot and are used under licence by Codemasters. RENAULT official License Products are vehicle models and trademarks protected by intellectual property laws. Used with permission from RENAULT. All rights reserved. RECARO is used by way of license received from RECARO GmbH & Co. KG, Kirchheim/Teck, Federal republic Germany. The RED BULL trademarks and DOUBLE BULL DEVICE are trademarks of Red Bull GmbH and used under license. Red Bull GmbH reserves all rights therein and unauthorised uses are prohibited. SHELL, Trademarks and colour schemes used under license from Shell. TOYOTA, CELICA, TACOMA, TUNDRA and all other associated marks, emblems and designs are intellectual property rights of Toyota Motor Corporation and used with permission. "VALVOLINE" The marks are used under license from VALVOLINE, a division of Ashland Inc. VOLKSWAGEN AG, Trademarks, design patents and copyrights are used with the permission of the owner Volkswagen AG.



NOTES

NOTES



THE CODEMASTERS SOFTWARE COMPANY LIMITED SOFTWARE LICENSE AGREEMENT & WARRANTY

IMPORTANT - READ CAREFULLY: THE ACCOMPANYING PROGRAM (WHICH INCLUDES COMPUTER SOFTWARE PROGRAM, THE MEDIA AND RELATED DOCUMENTATION IN PRINTED OR ELECTRONIC FORM) IS LICENSED TO YOU ON THE TERMS SET FORTH BELOW, WHICH CONSTITUTES A LEGAL AGREEMENT BETWEEN YOU AND THE CODEMASTERS SOFTWARE COMPANY LIMITED. ("CODEMASTERS"). BY USING THE PROGRAM, YOU AGREE TO BE LEGALLY BOUND BY THE TERMS OF THIS AGREEMENT WITH CODEMASTERS.

THE PROGRAM is protected by the copyright laws of England, international copyright treaties and conventions and other laws. The Program is licensed, and not sold, and this Agreement confers no title or ownership to the Program or any copy thereof.

1. Limited Use License. Codemasters grants you the non-exclusive, non-transferable, limited right and license to use one copy of the Program solely for your personal use.
2. Ownership. All intellectual property rights in and to the Program (including but not limited to video, audio and other content incorporated therein) and title to any and all copies thereof are owned by Codemasters or its licensors, and you receive no right or interest therein other than the limited license in paragraph 1 hereof.

YOU SHALL NOT:

- * Copy the Program.
- * Sell, rent, lease, license, distribute or otherwise transfer or make available to any other person the Program, in whole or in part, or use the Program or any part thereof in any commercial context, including but not limited to using in a service bureau, "cyber cafe", computer gaming centre or any other commercial location in which multiple users may access the Program. Codemasters may offer a separate Site License Agreement to permit you to make the Program available for commercial use; see the contact information below.
- * Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of the Program, in whole or in part.
- * Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.

LIMITED WARRANTY. Codemasters warrants to the original consumer purchaser of the Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium of a product is found defective within 90 days of original purchase, Codemasters agrees to replace, free of charge, such product within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Codemasters. In the event that the Program is no longer available, Codemasters retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Codemasters and is not applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

If you have any questions concerning this license, you may contact Codemasters at:

The Codemasters Software Company Limited,
PO Box 6, Royal Leamington Spa, Warwickshire, CV47 2ZT, United Kingdom.
Tel: +44 1926 814132 Fax: +44 1926 817595

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, SATISFACTORY QUALITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE CODEMASTERS.

When returning the Program for warranty replacement please send the original product discs only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you encountered and the system on which you are running the Program.

LIMITATION ON DAMAGES. IN NO EVENT WILL CODEMASTERS BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES. EVEN IF CODEMASTERS HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES, CODEMASTERS' LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Codemasters, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of the Program and all of its component parts.

INJUNCTION. Because Codemasters would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Codemasters shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Codemasters may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Codemasters, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Program pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be governed by and construed in accordance with the laws of England and you consent to the exclusive jurisdiction of the courts of England.

TECHNICAL SUPPORT

CODEMASTERS WEBSITE

www.codemasters.co.uk

Codemasters' website contains game patches, FAQs and an online version of our technical support knowledgebase. It also has a technical support request form that you can use to request assistance with this or any other Codemasters game.

EMAIL

custservice@codemasters.com

Please include your Dxdiag.txt file with a description of your problem. To do this with Windows XP click on "START", then "RUN" or with Windows Vista click the Windows button and use the search box. Now type DXDIAG and click 'OK'. This will display the DirectX Diagnostics screen. To send the results, simply click the "SAVE ALL INFORMATION" button and save this as a text (.txt) file. Now attach this file to your email.

Email support is provided 7 days a week.

TELEPHONE / FAX

Before calling, ensure that you have checked our website for a possible solution and have read the Colin Mcrae™ Dirt™ help file which can be found on the Colin Mcrae™ Dirt™ DVD-ROM.

To access the help file:

1. Double-click on "MY COMPUTER" on your Windows Desktop.
2. Right-click on your DVD-ROM drive.
3. Left-click on "EXPLORE".
4. Double-click on "README".

Tel: (from within UK) 0870 75 77 881
(from outside UK) 0044 1926 816044

Lines are open:
1300-1800 Monday, Wednesday and Friday,
1400-2000 Tuesday and Thursday.

Please ensure that you are in front of your PC before calling. Your PC should also be on and in a running state (i.e. not having just crashed). Calls may be recorded for training purposes.

CODEMASTERS POSTAL ADDRESS

Customer Services, Codemasters Software Ltd.
PO Box 6, Royal Leamington Spa, Warwickshire, CV47 2ZT, United Kingdom.

